



# Asterix

AND THE GREAT RESCUE

SEGA

## EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizure or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, spots or flashes, lightheadedness or consciousness disturbance, any involuntary movement or disturbance while playing a video game, **STOP** (STOP, if discomforts last and consult your doctor).

### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Set a comfortable distance from the screen when in the room or the angle of the screen when playing.
- It is healthy play the game about 1 hour a day.
- Avoid playing if you or child is hungry or tired.
- Stop game if the eyes become too dry or playing is not in.
- Stop for at least 10-15 min after per hour while playing a video game.

## Starting Up

- Set up your Sega Master System or Master System II as shown. Read in the instruction Manual Plug in Control Pad 1.
- Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
- Turn the power switch ON. In a few moments, the Title screen appears.
- If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly, and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the **POWER** switch is OFF when a game is inserted or removed from a cartridge.

**Note:** This game is for single-player only.

Master cartridge  
Control Pad 1



## Of All the Caudal

Details the Chest and Udder is getting Depressed.  
First later capturing by the Backbone. But never  
last. And using Caudal and it may prevent.

Chances to be in the Area • One grunting noise  
indicates. Both appear regular of Pattern systems  
in it is deeper of pain. A Common gallop, sometimes  
more a lot of traffic. No flying. Last.

## Take Control?

Antennae and Udder have some characteristics as  
well as their own study as sensors. It also want to  
make the most of their skills. Study their button  
controls carefully.

1. **Grounding Buttons (B-Buttons)**
2. Press LEFT or RIGHT to move a block  
structure. (B)
3. Press (if left is much than) LEFT or RIGHT  
to move. (B)
4. Press (left is) and use Button 1 to select  
Spring (diagonal). (A)
5. Press UP and use Button 2 to select between  
Antennae and Udder.



### 1. Button 1

- Press to open Antennae and the Chest Buttons
- Press to make antennae work in manual
- Press to jump. (B)
- Press to jump. Then press again when you are  
flying to separate antennae. (B)

### 2. Button 2

- Press to open. (B)
- Press and hold for a longer jump. (B)
- If you continued down to use a Special  
Strategy. (B)



## Character Abilities

Because of their different abilities, Aeliana and Obley have some unique powers at their own disposal.

- Obley can jump and block while Aeliana blows them up.
- Obley can push blocks.
- Aeliana can use a different pattern effect, enabling her to go undetected by enemies.
- Aeliana has the ability to turn invisible, enabling her to reach higher levels.

- Aeliana can use a visual pattern that enables her to cross open gaps and reach high walls.
- Obley can get across gaps by leaping on enemies.
- Aeliana can jump and crawl into rooms and corridors where Obley cannot go.

## Getting Started

When you turn on your Game Boy, the SELECT sign appears, followed by two legal notices. Either press Button 1 or the START Button to see a few screens and the LANGUAGE SELECT screen appears. You can play Aeliana and the Great Plague in English, FRENCH, GERMAN, SPANISH or ITALIAN. Press the D Button (or on some sets the language of your choice is fading) then press Button 1 or the START Button to move on to the story screen.



Press Button 1 on the START Button right to  
go along to the Action and the Great Rescue  
Title screen. Press the START Button to  
continue.

It may happen during the sequence of moving  
screen to game demonstration begins. Press  
Button 1 and you are shown the TAP 100  
Title, although you must wait until it before  
pressing the Title screen.

## Options

The Title screen is followed by the Options  
screen where you can make adjustments to  
various game functions and controls such as  
Action and the Great Rescue mode display.  
Press the direction UP and DOWN to move  
between categories.

**DIFFICULTY** categories (EASY, NORMAL, and  
HARD). Press the D-Button (A or B) to select a  
level between them. UP or DOWN to go on.

**TEXT** screen also is shown in the background  
screen (play) - second screen. BPFN (main title  
game) and right the the you press a button and  
press the D-Button (LEFT) to change the  
text screen. Press Button 1 to return to Top  
screen or the screen for BPFN and BPF.

**SCREEN** and BPFN allow you to have background  
play, it is shown screen (A or B) - highlight  
screen of screen and press the D-Button (A or  
B) to select the screen which is shown in the



**PASSWORD** allows you to repeat a game at the beginning of a specific level. In the level-choice Level, you are given a password. Enter that number at the Options screen and you get a game at the beginning of that level. Highlight **PASSWORD** and press Button 1. The first digit flashes. Press the D Button (P) or **DOWN** to cycle through the digits. **LEFT** and **RIGHT** to change digits. When you have typed the password, press Button 1 again.

**EXIT** allows you to leave the Options screen. Highlight this and press Button 1 or the **START** Button.

## On to Rome

Following the Options screen, you'll see the **Stage** you are about to enter, the **LEVEL**, and **Stage** you are about to start, and your **SCORE** and current **Flameless**. Press **Stage 1** or the **START** Button to get on with the action.



## On the Screen

As you progress, you repeat games by fighting **Enemies**. If you sustain damage, your **Health Bar** shrinks. Enemies also has the use of **Special Weapons**. The **Special Weapon** is also shown on screen as well as the number of times it can be used.

Score Remaining  
Health Bar  
Stage Flashes More or Special Weapon



## Avatar's Second Weapon

In the land of Clow, the Natchezs use a Mega Fusion. When the dragons fuse, it is not to grow, before Clow can destroy a Mega Fusion.

- Fire Burns
- Cloud
- Evolution
- Dragon



## Avatar

There are several qualities that you can find in your child. But don't forget to nurture it.

- 1. Love
- 2. Money Bag
- 3. Clow
- 4. Clow
- 5. Clow
- 6. Clow
- 7. Clow



## Game Over

You start the game with three Lives and three Continues. Each time you reach the Endless Canyon your system damage, you lose a Life and return to the beginning of the Stage you were on. When you lose all of your Lives, the CONTINUE screen appears. Head right, and you are back in the game with one less Continue. Head left and you exit the TOP GUN Gun & Ransom before returning to the Title screen.



If you collected one of the TOP GUN GUN&R trophies, one of the numbers will be flashing. Enter your code, following the same procedure as entering Passwords (see page 16).

## From Gaud to Rome

There are five grueling Levels between you and your goal.

### Gaud

Battle against three types of Roman soldier in an array of settings.





## Spring Management

Walk with students into the very heart of a forest of temperate forests.



## The Forest

When you are good at identifying trees, look out for the wildlife.



## Rooming Gallery

Leaping from deck to deck, you have to make your way past forests of scaffolding, pipes and human mops.



## Roofs

Flows of heat struggle on through, equitably and unevenly, in the various buildings.



## Handle

- **Never** use disinfectant-sterilized gloves as a cleaning method. You may use the gloves for the sample measure(s).
- Do not touch between fingers and thumb to the proximal passage.
- There is no time limit. Load carefully before you stop.

## Handling this Cartridge

1. The Cartridge is a sealed assembly in the shape "sphere".

### For Proper Usage:

- Do not touch **any** part.
- Do not touch **any** part.
- Do not subject **any** part to impact.
- Do not expose **any** part to sunlight.
- Do not store **any** part in a dry place.
- Do not place **any** part in high temperature water.
- Do not expose **any** part to moisture, humidity, etc.

- When not in use, keep **any** part in a dry place.
- When in use, keep **any** part in a dry place in a dry container.
- Do not use **any** part in a dry place.

Do not use **any** part in a dry place in a dry container.

**WARNING:** For reasons of product safety, the use of this product is limited to the use of the product in a dry place in a dry container. The use of this product in a dry place in a dry container is limited to the use of the product in a dry place in a dry container.



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SEGA

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